

DEVELOP AN APPLICATION THAT USES GUI COMPONENTS, FONT AND COLORS

EX. NO. : 01

DATE: 23-03- 2022

AIM

To develop a Simple Android Application that uses GUI components, Font and Colors.

PROCEDURE

Step 1: Creating a New project:

Open Android Studio and then click on File -> New -> New project. Then type the Application name as “exno1” and click Next.

Step 2: Then select the Minimum SDK as shown below and click Next. Then select the Empty Activity and click Next.

Step 3: Finally click Finish.

Note:

It will take some time to build and load the project.

Step 4: Designing layout for the Android Application:

Click on app -> res -> layout -> activity_main.xml.

Step 5: Java Coding for the Android Application:

Click on app -> java -> com.example.exno1 -> MainActivity.

Step 6: Run the Application

Step 7: Stop Running the Application.

CODING

Code for Activity_main.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="match_parent" android:layout_height="match_parent">

    <TextView android:id="@+id/textView"
        android:layout_width="match_parent" android:layout_height="wrap_content"
        android:layout_margin="30dp" android:gravity="center" android:text="Hello World!"
        android:textSize="25sp" android:textStyle="bold" />

    <Button
        android:id="@+id/button1" android:layout_width="match_parent"
        android:layout_height="wrap_content" android:layout_margin="20dp"
        android:gravity="center" android:text="Change font size" android:textSize="25sp" />

    <Button android:id="@+id/button2"
        android:layout_width="match_parent" android:layout_height="wrap_content"
        android:layout_margin="20dp" android:gravity="center" android:text="Change color"
        android:textSize="25sp" />

</LinearLayout>
```

Code for MainActivity.java:

```
package com.example.exno1; import android.graphics.Color;
import androidx.appcompat.app.AppCompatActivity; import android.os.Bundle;
import android.view.View; import android.widget.Button; import
android.widget.TextView;

public class MainActivity extends AppCompatActivity
{
    int ch=1; float font=30; @Override
    protected void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState); setContentView(R.layout.activity_main);
        final TextView t= (TextView) findViewById(R.id.textView); Button b1= (Button)
        findViewById(R.id.button1); b1.setOnClickListener(new View.OnClickListener() {
```

```
@Override
```

```
public void onClick(View v) { t.setTextSize(font);
```

```
font = font + 5; if (font == 50) font = 30;
```

```
}
```

```
});
```

```
Button b2= (Button) findViewById(R.id.button2); b2.setOnClickListener(new  
View.OnClickListener() {
```

```
@Override
```

```
public void onClick(View v) { switch (ch) {
```

```
case 1:
```

```
t.setTextColor(Color.RED); break;
```

```
case 2:
```

```
t.setTextColor(Color.GREEN); break;
```

```
case 3:
```

```
t.setTextColor(Color.BLUE); break;
```

```
case 4:
```

```
t.setTextColor(Color.CYAN); break;
```

```
case 5:
```

```
t.setTextColor(Color.YELLOW); break;
```

```
case 6:
```

```
t.setTextColor(Color.MAGENTA); break;
```

```
}
```

```
ch++;
```

```
if (ch == 7) ch = 1;
```

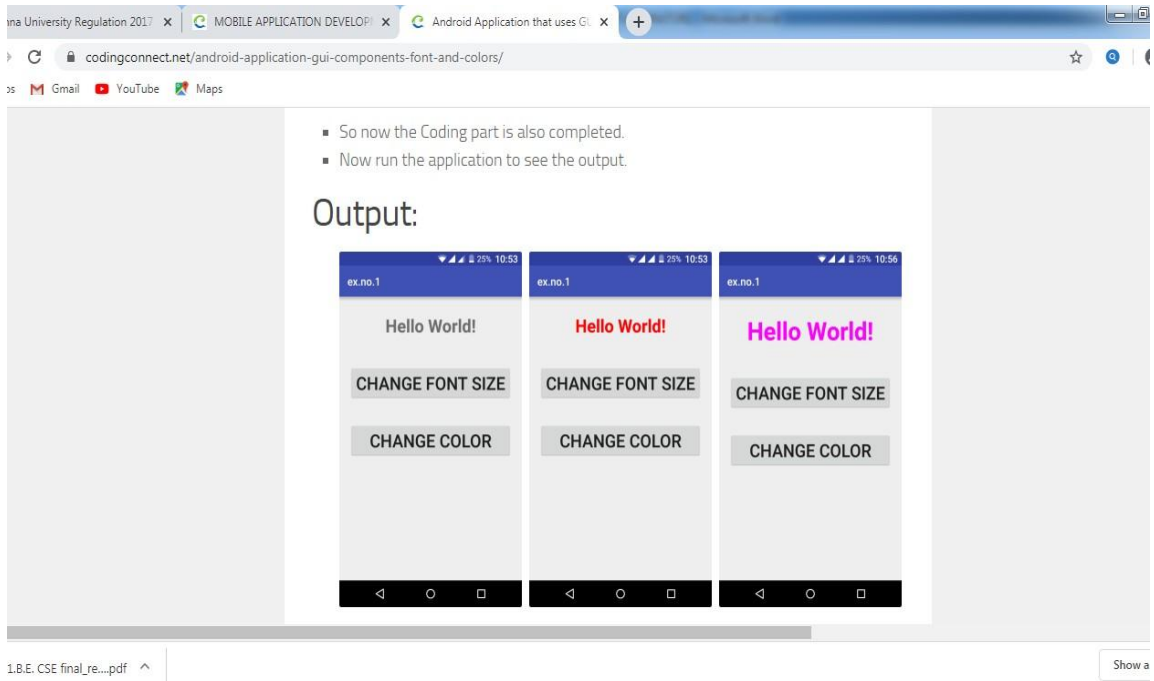
```
}
```

```
});
```

```
}
```

```
}
```

OUTPUT



RESULT

Thus a Simple Android Application that uses GUI components, Font and Colors is developed and executed successfully.